

WHAT IS CLAIMED IS:

1. A video game apparatus comprising:

a monitor for displaying game images;

a plurality of operable members for operating the game images including a character displayed on the monitor;

a data transmitter for transmitting data to an external side;

a mode instructing member for selectively instructing a training mode and a transfer mode;

a first setter for setting a character to be trained and its training initial values when the training mode is instructed;

a training controller for obtaining training values to be added to the training initial values of the set character by causing the character to take actions in line of a training purpose according to the operation of the plurality of operable members;

an item giving device for giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members; and

a judger for judging whether training has been successful;

wherein data of the successfully trained character are transmitted to the external side by the data transmitter together with the training initial values when the transfer mode is instructed.

2. A video game apparatus according to claim 1, wherein the data of the successfully trained character are transmitted to the external side by the data transmitter together with the given items in addition to the training initial values when the transfer mode is instructed.

3. A video game apparatus according to claim 2, further comprising:

a data receiver for receiving data from an external side;
and

a second setter for setting a character received from the external side by the data receiver and provided with training initial values and given items as an object to be trained.

4. A character training control method for training a character by operating game images including a character displayed on a monitor by a plurality of operable members, comprising the steps of:

setting a character to be trained and its training initial values when a training mode is instructed;

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and
transferring the data of the successfully trained character to an external side together with the training initial values when a transfer mode is instructed.

5. A character training control method according to claim 4, wherein in the step of transferring, the data of the successfully trained character to an external side together with the given items in addition to the training initial values when the transfer mode is instructed.

6. A character training control method according to claim 5, further comprising the steps of:

receiving character data provided with training initial values and given items from an external side; and

setting the received character as an object to be trained when the training mode is instructed.

7. A readable storage medium storing a video game program, the video game program being a character training control program comprising the steps of:

setting a character to be trained and its training initial values when a training mode is instructed;

obtaining training values to be added to the training initial values of the character by causing the set character to take actions on the monitor in line with a training purpose according to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members;

judging whether training has been successful; and

transferring the data of the successfully trained character to the external side together with the training initial values items when a transfer mode is instructed.

8. A readable storage medium according to claim 7, wherein the character training control program further

comprising the steps of:

receiving character data provided with training initial values from the external side; and

setting the received character as an object to be trained when the training mode is instructed.

9. A readable storage medium according to claim 7, wherein the character training control program further comprising the step of transmitting a reception permission requiring command when the data of the successfully trained character are transmitted to the external side together with the training initial values.

10. A readable storage medium according to claim 9, wherein the character training control program further comprising the step of transmitting a transmission requiring command when data of a character provided with its training initial values are received from the external side.

11. A readable storage medium according to claim 8, wherein the character training control program further comprises the step of displaying, on the monitor, how many times the same character has been transmitted to the external side in the transfer mode.

12. A readable storage medium according to claim 8, further comprising another video game program executable using one or more successfully trained characters.

13. A readable storage medium according to claim 7, wherein in the step of transferring, the data of the successfully trained character to an external side together with the given items in addition to the training initial values when the transfer mode is instructed.

14. A readable storage medium according to claim 13, wherein the character training control program further comprising the steps of:

receiving character data provided with training initial values and given items from the external side; and

setting the received character as an object to be trained when the training mode is instructed.

15. A readable storage medium according to claim 13, wherein the character training control program further comprising the step of transmitting a reception permission requiring command when the data of the successfully trained character are transmitted to the external side together with the training initial values and the given items.

16. A readable storage medium according to claim 15, wherein the character training control program further comprising the step of transmitting a transmission requiring command when data of a character provided with its training initial values and given items are received from the external side.

17. A readable storage medium according to claim 13, wherein items different from those already given are given to the character when the character received from the external side is trained.

18. A readable storage medium according to claim 13, wherein the character training control program further comprises the step of displaying, on the monitor, how many times the same character has been transmitted to the external side in the transfer mode.

19. A readable storage medium according to claim 13, further comprising another video game program executable using one or more successfully trained characters.